



# THE JACG NEWSLETTER

## JACG

THE JERSEY ATARI COMPUTER GROUP

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APRIL 1990

### FROM THE EDITOR'S DESK

A few things you probably don't care about, but I have a column to fill so...

Lots of overtime + night school + Stanley Cup Playoff time = A somewhat smaller newsletter than I hoped for this month. The first two factors I had no control over, and my wife would probably tell you I don't have any control over the third factor either seeing as I happen to be one of the world's greatest hockey fans. Oh well, including the Z\*Net section, you're still getting 28 pages of newsletter and that's a lot better than most user groups can say these days. Next month we'll see if we can do better.

I finally became a 16 bitter this month. Of course, it was a Sega Genesis system and not an ST, but why quibble? The funny thing is that I almost bought a Lynx instead. But I just felt I couldn't trust Atari any longer to support the products they have to go out and buy anything new from them. Sad to say but true.

Ever wonder why the articles I write are always the last thing in the newsletter? What I do is print out the material I get from everyone else and then I try to write enough pages to fill out the newsletter with a nice even page count. Of course, I'm always off by half a page and then have to write more and then I'm off by another half page and then.... You get the picture.

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### CALENDAR OF EVENTS

**NEXT MEETING:**

**MAY 12th, 1990**



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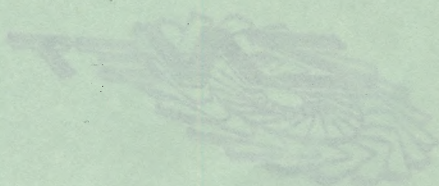
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## CALENDAR OF EVENTS

NEXT MEETING:

MAY 12TH, 1990



## Noise from the President

Dave Noyes - JACG

The Executive board, in its' most recent meeting, took up the subject of the start time of the monthly JACG meeting, and the finish time of the flea market. It was decided that the flea market will finish promptly at 10:00 am, and the official JACG meeting will commence thereupon, beginning with a 15 minute question and answer period. All sales, be they flea market, disk library, or membership are to cease promptly at 10:00 am. This will ensure an orderly commencement of the meeting, with all members and officers being able to participate. This neither changes the end of the flea market, nor the start time of the meeting...it merely brings the question and answer period into the "fold" of the official meeting.

To avoid problems that have arisen in the past, and in order to ensure that both the requirements of AT&T Bell Labs and your executive board are complied with, starting with this (April 1990) meeting, all those selling goods at the flea market will be required to wear a name tag, which can be obtained (at no cost) from Mike Hochman, our secretary. This will allow Mike to ensure that the sellers are either active members, or advertisers in the JACG NEWSLETTER, both long-standing requirements. It also allows those purchasing goods to know the name of the sellers, and allows them also to know that they are buying from a member or an advertiser. As always, the executive board has the right, and the responsibility, to regulate the flea market activities.

Last meeting I was taken to task for not being at the auditorium an hour and a half prior to the official meeting start time of 10:00 am. Well...TOUGH! As long as I am president, I will continue to come as early as possible to the meetings (generally between 8:30 am and 9:00 am, most usually about 8:45 am) in order to get the necessary formalities handled with Bell Labs security. I do this as president, and as an AT&T employee. I, not the JACG, then take responsibility for anything that transpires until security locks up after the meeting. As I am responsible, I wait until that occurs, from 30 to 45 minutes after the meeting has finished. Do those who complain know who will do this when my term of office expires? It MUST be an AT&T employee who opens, and takes responsibility for the auditorium and its contents. Good luck on getting an AT&T employee to do this on an ongoing basis, one who will come early EVERY meeting, and stay late EVERY meeting. We of the JACG are extremely lucky to be affiliated with the AT&T Bell Labs ATARI Club. We have the use of a large heated and air-conditioned auditorium, overhead projectors, a projection TV, electrical power, phone lines for modem/terminal demos, and tables. At no cost. Someone got a better deal?

Don't forget our June meeting. This institution is the ATARI SAFARI. Your chance to "round robin" throughout the auditorium to many various and multifarious demonstrations. The business portion of the meeting will be extremely cursory in order to provide for the maximum utilization of time. If you would like to participate as a demonstrator, please contact John Dean for 16-bit, and Neil Van Oost for 8-bit. If it is neither 8 or 16 bit, please contact me!

By now I'm sure most of you have heard something about the ATARI EXPLORER magazine. The "networks" suggest that the publisher and the editor were "sacked" for an editorial, and perhaps an article in the issue which should have been out April 1st. Further that ATARI "pulled" the issue (perhaps to remove (at considerable cost) the offending pages, and perhaps to replace them with something more to their liking. ATARI (after some delay) did come out with a press release indicating only that they (ATARI) were taking the publication "in-house", where (they say) it will be closer to news and developments. They didn't mention anything about control, regulation, the "party" line or such. From what I hear, the editorial in question attempted to explain the delay in the distribution of the previous ATARI EXPLORER; due, I hear, to ATARI's delay in payment of the printing bill for the now defunct ATARIAN magazine, and the incorporation of the check, when finally issued, in the holiday mail avalanche, more delay. I further hear that this truth "hurt" ATARI sensitivities...and we all know how much ATARI knows about truth... Well, so much for now, I tire as I sit here pounding away on my ATARI 1450 XL equipped with an ATARI CPM adapter! Perhaps next month I will have more on this appalling episode!



## LETTERS TO THE EDITOR

Dear Dave,

I have been a member of JACG for about a year or so. I enjoy the newsletter very much, although I must admit I am not familiar with much of the information in the articles. I own an Atari 1040ST, a Panasonic KX-P10921 printer, and the Atari color monitor. Most of my time is spent sequencing music with C-Lab Creator music software. This software is excellent for musicians as is the Notator software by C-Lab (which prints out sheet music). I do not see many, if any, articles on music or sequencing in the newsletter. I would be interested to find out how many other computer musicians belong to JACG, and perhaps get in touch with some of them to compare notes. I can also offer to write an article on my sequencing experiences if you feel I am qualified to do that.

Once again, I enjoy being a member of JACG and hope to make it to the March 10 meeting.

Thank you,  
Lori Doerner

*Editor's Reply:* Lori, I hope you are enjoying our three-part introductory MIDI series by John King. I share your belief that there are other JACG members interested in the music possibilities of the ST or just would like to know more about the subject. An article on your own sequencing experiences (perhaps a review of the C-Lab software) would be most welcome and would probably make a nice follow-up piece to John's introductory articles. Thank you for your comments.

-----

Dear Dave:

On this disk is a program I've written for balancing a checkbook. I was motivated by your article describing your initial motivation to get and use the Atari. This is the first program I've written and I'm pretty excited about it so I hope it's not an obvious bomb. Also, it was a blast to do. I have been continually plagued by small errors in my monthly battle-of-the-balance and this program has solved my inaccuracies. If you want to put it in the newsletter, great. Whether or not you do, any comments on it would be greatly appreciated.

The program allows for entry of up to 50 written, but not cancelled, checks or charges to the account, and up to 25 uncanceled deposits. To end each entry session, a 0 must be entered. I couldn't figure out how to end an entry session with simply a <RETURN>. If you know how, please let me know. Also included is a version modified to give a hard copy of the process. It's not perfect, but is as far as I could go. The screen-only version is named CHKBKBAL.BAS while the screen/printer version is named CHKBKBAL.PRT.

The newsletter is doing fine. Keep up the good work, please.

Sincerely,

Paul T. Caldwell  
6 Timberlyne Road  
Chapel Hill, NC

```
5 PRINT CHR$(125)
7 TRAP 740
10 POSITION 3,2
20 PRINT "**** CHECKBOOK BALANCING
PROGRAM ****"
30 ? :?
40 PRINT "Enter Outstanding Amounts.
You are"
41 PRINT "allowed a maximum of 50
entries."
42 PRINT "When finished, enter 0.":?
50 CHKTOTAL=CHECK
60 COL=0
70 FOR I=1 TO 5
```



```

80 FOR K=9 TO 18
90 POSITION COL,K
100 INPUT CHECK
110 IF CHECK=0 THEN 300
120 CHKTOTAL=CHECK+CHKTOTAL
130 NEXT K
140 COL=COL+8
150 NEXT I
300 POSITION 2,23:PRINT "Outstanding
Amount Is...":?
310 PRINT "$";CHKTOTAL,"Type CONT To
Continue"
320 STOP
330 PRINT CHR$(125)
340 PRINT "Enter Deposit Amounts. You
are"
341 PRINT "allowed a maximum of 25
entries."
342 PRINT "When finished, enter 0."?:
350 DEPOTOTAL=DEPO
360 COL=0
370 TRAP 770
400 FOR I=1 TO 5
410 FOR K=5 TO 9
420 POSITION COL,K
440 INPUT DEPO
450 IF DEPO=0 THEN 600
460 DEPOTOTAL=DEPO+DEPOTOTAL
470 NEXT K
480 COL=COL+8
490 NEXT I
600 POSITION 2,23:PRINT "Total Deposits
Are...":?
610 PRINT "$";DEPOTOTAL,"Type CONT To
Continue"
620 STOP
630 PRINT CHR$(125)
640 PRINT "Enter Starting Balance"
650 INPUT STBAL
660 CURBAL=STBAL+DEPOTOTAL-CHKTOTAL
670 PRINT CHR$(125)
680 PRINT "Current Balance Is...$"
690 POSITION 24,1
700 PRINT CURBAL
710 END
740 POSITION 2,23:PRINT "You Made A
Non-Numeric Entry."
750 PRINT "Try Again.":GOTO 100
770 POSITION 2,23:PRINT "You Made A
Non-Numeric Entry."
780 PRINT "Try Again.":GOTO 440

```

Editor's Reply: After receiving Paul's letter and program, I had an interesting idea. Since I receive so

many requests for teaching articles on Turbo Basic and Paul himself asked for suggestions in his letter, I decided to write an article for next month on souping up your programs with Turbo Basic. I will use Paul's program as a starting point since it seems to represent, in my opinion, a good example of the type of program a beginner to intermediate programmer in Basic would turn out. So next month, we will present a Turbo-ized improved version of Paul's program along with hopefully a few tips for all you Basic programmers on how to improve your programs. (By the way, I did make sure to get Paul's permission before I rewrite his program!)

#### JACG MEMBERS CLASSIFIED ADS

##### WANTED TO PURCHASE:

1 8-bit Used unenhanced computer. Must be in good condition. Contact:

Henry Bear  
Work: 800-937-0786  
Home: 201-447-3252

Attention Musician/Computerists:  
Female Vocalist/ Keyboardist/  
Computerist seeks other Musician/  
Computerists, original or copy, to get  
together, swap ideas on sequencing and  
music in general. Also seeking partner  
for copy duo \$\$\$ 5 years experience  
"playing out" and recording in 24-track  
studio. Please call and leave message.  
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#### 8 - BIT FEATURE

THE B&G SLIDE SHOW  
reviewed by Neil Van Oost Jr., JACG

Who says there's no new good stuff coming out for Atari 8-bitters. Well, perhaps you don't see a whole lot of



commercial programs flooding the market, or for that matter slowly dripping on the market. But you do see lots of good public domain shareware and freeware. The above program falls into the SHAREWARE group.

First of all "Another slide show.", you say! Yes, another slide show, but better than the majority of others traipsing about. This is not one of those "just load it and let it run" type of shows. It has lots of features and takes a little preparation before you can turn it loose. The first thing you need to do is read through the seven pages of documentation. Keep them handy after your first read through, as you will want to refer back to them as you are preparing your show.

The next thing you will want to do is prepare a disk with DOS and the B&G slide program. Name the program AUTORUN.SYS. Then copy the picture files on the disk that you wish to show. They can be graphics 8, 9 or 7 1/2 compressed or 62 sector picture files. They can be mixed in any order, but must have the correct extender on each file name. GR8 = graphics 8, GR9 = graphics 9, PIC = compressed 7 1/2, and PIX = 62 sector 7 1/2.

There are twelve different ways to paint your picture on the screen canvas. You can paint it in vertical or horizontal stripes, bring it in from the top, bottom, left, right or diagonal. You can fade it in, drop it on the screen, dissolve it, grow it or use the curtain option. As if this wasn't enough, once you have it in screen memory and bring it forward you can fold, unfold, roll, double, flip, magnify the top or bottom, or mirror the top or bottom. And if you really want to, you can do it all to one picture --- although that is just a bit much.

Now that you have your disk with DOS, slide show and pictures and have decided how you want to display each, you are ready for the final step. So

dig out your favorite word processor (Textpro ver. 4.54 is mine), and using the easy commands form the doc file create your SLIDE.CTL control file and copy it to your disk with everything else. Then just sit back and boot up the disk and watch the show.

If you like the program, remember it is SHAREWARE. The author suggests a donation of \$15.00. Any comments and/or donations can be sent to the author: Bradford Mott, Rt2 Box 135 1/2 A, Harrells, NC 28444. Look for a disk with the program and some new pictures in the club library soon.

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### 16 - BIT FEATURE

#### ***XENON 2: MEGABLAST Review*** ***by Mark Santora, JACG***

Xenon 2 is the follow up to the popular Xenon 1. But it outshines its predecessor, as it does to many of the games in today's market for the ST. Many of the improvements can be seen, heard, and played on *ST Format's* cover disk #3. (*ST Format* is a British ST magazine.)

You open the box to find two single sided disks, a warranty card, and a well thought out manual. The manual is in both English and Italian for those bilingual out there. It covers all the bases for playing the game and even comes with a small and interesting cover story to give a little plot to the game. For those who feel they must send in the warranty card, you must send it airmail to England. (Much like the cards that come with the Psyclipse games.)

If you are like me, you usually forego the instructions and just pop disk one into the drive to see what happens. Well, about ten seconds after starting up the system a (sampled) rock music score comes bursting through your monitor speaker. I had this hooked up to the tweety board and it was very impressive. There was not a lot of interference or tinny sounds that one



usually hears when using the board. Now comes the title screens. With the music still going, the Imageworks logo zooms onto your screen, then zooms out. This is followed by the zooming in of the Bit Map Brothers symbol and the symbol for Bomb the Bass (the group that did the music). The screen then goes white for half a second and the words XENON 2: MEGABLAST zoom onto the screen. Now you are told to insert the other disk. As with most European games, the drive does not stop spinning, so you must exchange disks while the motor is still running.

Shortly after exchanging disks the music switches to a normal programmed version of the music and the menu comes up. After choosing a one or two player game and deciding whether or not to leave the music on, it is off to battle. The screen counts down from ten as the level is loaded. Once loaded, it asks if you are ready. Pressing the fire button gets you going.

The game itself is by no means an original concept. Blow things up and get moeny for them. (By the way, this game was out about 6 months before Blood Money and plays better too.) It is a vertical scrolling shoot-em-up. As things are destroyed, you get little spheres with a "c" on them that you must pick up. This will be the money you can use to buy things, new weapons, more life, advice. You have no choice about going into the stores, but you don't have to buy anything, but you can sell stuff you don't want any more.

The game is difficult. You will not finish the first level in your first dozen seatings. This is good because the game does not get boring. I definately think this is one game ST users should not be without. It is fast moving and the animation is top notch. The guys over at Bit Map Brothers have another feather in thier cap. With thier recent release of Interphase, the Bit Map Brothers look as if they are going to be around in the ST world for a long time. And that can only mean good things for us ST owners.

## GENERAL FEATURE

### WHAT IS MIDI?

(Part 2 of 3)

By John King, JACG

Here are some "scenes" from our last "show":

- MIDI is just another standard method of transferring data, as Parallel (Centronics) and Serial (RS-232) are. - A MIDI cable can connect your computer to your synthesizer.
- MIDI cables can connect two or more synthesizers together. The synthesizer you are playing can "play" the rest of your synthesizers.
- A Sequencer was originally a big box which could be adjusted to play a series of notes on your synthesizer.

Now we will explore further:

## MODERN SEQUENCERS

The original sequencers were... well, they were a real drag, man! (Just go into your local music store, dude, and they'll tell you.) Can you imagine carrying around this big heavy box in addition to your numerous keyboards to all your gigs? And then try hastily resetting the controls before each song! This just isn't fair: Beethoven never had to reset his piano before each song. Eventually, the boxes got smaller and lighter. And even today, you can purchase a hardware box called a sequencer. But today's sequencers are easier to set, have some memory, and use a standard MIDI cable to hook up to any synthesizer. (In the old days, there were no standards, and Brand X's sequencer would only work on Brand X's synthesizers.)

But what's really groovy, man, is that nowadays you can get something that'll really blow your mind, dude. It's a sequencer program. It runs on a computer. And it has more features per dollar, and is easier to use, than those box things. Just look at this:



You can think of it as a multi-track recording studio. You just play the notes on the synthesizer, and the sequencer program remembers them. Nifty, huh? Then, you go back and have the sequencer play your synthesizer while you play another part from your other synthesizer. Now, you've got two "tracks" laid down. Just have the sequencer play those two tracks while you play the third... Totally awesome, huh?

#### WHAT'S A PATCH?

Going back in time again, we see that the original synthesizers had all these wires criss-crossing all over their front panels. The reason: to connect all the various components together in the way that you wanted them connected. Connecting different components in different orders would give you different sounds. So, the keyboard player who owned one of these original synthesizers would have to carry a lot of short cables with him. (Plain old 1/4 inch phone cables, like the kind you use to plug your electric guitar into your amplifier. You do play guitar, don't you?) These cables were dubbed "patch cords", because they were used to "patch" the components together. After you connected the cords to get just the right sound, you would tell your friends you had created this awesome "patch".

The word "patch", therefore, refers to the way your synthesizer is configured for a given sound. You know, sort of like the boot disk you use with your computer. Whenever you boot up, you like to configure your computer a certain way. You may, of course, have several boot disks, each with a different configuration. Similarly, the keyboard player has many "patches" that he uses for different sounds. Today, there are no more wires criss-crossing the front panels of synthesizers. Instead, computer technology is built right into the synthesizer itself. You press a few buttons, looking at the LCD display, and store those patch settings right

into your synthesizer's memory.

But, even better than that, you can buy a Patch Editor / Patch Librarian Program for your computer! Not only will it store more sounds (patches) than your synthesizer alone will, but it will graphically display your settings. This makes it easier (mentally) for you to make the adjustments that you want. (Tell me, would you rather look at a bunch of numbers in your synth's LCD display, or would you rather look at a picture of the wave that those numbers represent?) And, if it's more convenient, you can make those changes with your mouse, or your computer's keyboard, rather than use the controls on your synthesizer. And how is your computer connected to your synthesizer, boys and girls? That's right, with a MIDI cable. -Actually two MIDI cables. One MIDI cable goes from your computer to your synthesizer, and the other cable goes the other way.

#### WHAT'S THE LATEST?

Up to this point I have been using the term "synthesizer" to describe what musicians usually call a "keyboard synthesizer". But, now that you know what's going on, I can tell you some of the neat things that they have these days. First of all, when we talk about a synthesizer, we usually think of an instrument which has a keyboard, and which creates sounds. Nowadays, this is not always the case. After you purchase your first synthesizer, you may want to be able to play more sounds simultaneously, and so you will buy another synthesizer. This time, however, you may decide to dispense with the keyboard. Huh? That's right, you can buy a synthesizer (a unit that creates sounds) without a keyboard. It is about the size of your stereo system's cassette deck. (They call it a "rack-mounted synth".) And how do you play the darned thing? Why, you hook a MIDI cable up to it from your first synthesizer, ...you know, the one with the keyboard.



If you are a professional musician, you may decide that you prefer the feel of a piano's keys, which are heavy and solid, over that of the typical synthesizer's keys, which are lightweight and hollow. The salesman at the music store will then tell you about a great "MIDI-controller" keyboard. It might not make a single sound by itself, but boy, it has a great feel! And, of course, you can play all your MIDI-compatible equipment from it.

If you are a guitarist, you can purchase a guitar synthesizer. (To my knowledge, the best "reasonably - priced" one, at the moment, is made by Casio, and sells for around the \$1,000 to \$1,500 range.) And, of course, you can play your MIDI-compatible keyboards, and all your rack-mounted units, from your guitar. If you are a drummer, ...well, you get the idea.

As a matter of fact, here are some ideas on how to use MIDI, which are listed in the current Eastcoast Music Mall "Full-Line Catalog" (Eastcoast is in Danbury, Connecticut):

- Control one or more effects. (They are referring to echo-units, chorus-units, or perhaps equalizers, etc.)
- Control amplifier, pre-amp and mixer settings. (Control the volumes of different instruments, the tone settings, etc.)
- Do video & film scoring painlessly. - Completely pre-program a light show. - Turn even an inexpensive computer into a MIDI recording studio. (What did we say?)
- Play several synths from one master. BUT, this can be a master keyboard, OR a MIDI guitar, bass, or percussion controller. (Where have you heard this before?)

#### SUMMARY, Part 2

In this installment we have found that:

- A Sequencer may be hardware, although

more and more often it is used as a term for software. It is a program that can record multiple "tracks" of MIDI performances, and allow you to edit them on your computer screen, and then play them back through your synthesizer(s).

- A Patch Editor is a program which will allow you to change the settings on your synthesizer by means of your computer, with the results displayed (usually graphically---at least for the ST) on the screen.

- A Patch Librarian is a program which will store "patches" (i.e. settings of your synthesizer). This will allow you to store more patches (using floppies or a hard disk) than your synthesizer's memory alone would allow.

- A synthesizer is a device which generates sounds. It may or may not be connected to a keyboard. On the other hand, a keyboard may or may not generate sounds. (Usually it does, of course.)

- There are synthesizers for guitars, drums, and other instruments, although the keyboard synthesizer is still the most common.

- Using MIDI, devices other than synths may be controlled. You may program your computer to automatically change the volume of an instrument or instruments, or fade up the spotlight at a certain time.

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#### 16 - BIT FEATURE

*STRIDER Review*  
by Mark Santora, JACG

Strider is a US Gold translation of an arcade game. I have never played the arcade game, so it is difficult to make comparisons to it. So this review will be based on the game itself.

I picked this game up several months ago. It was advised to me by my local Atari dealer. I got home and broke it open. Strider comes on two single sided disks. It also comes with the standard limited documentation that all European games come with. So being the "plug and play" person that I am, I



popped in Disk one and got going.

The first scenario is on Disk one. You do not have to swap disks until after you finish the level, which is good because it takes a while to master Level one. As Strider, you are given a blade that you wield as your weapon. You can run left and right, duck, slide left and right, jump up, as well as to the left and right also. It is joystick manipulated, so it is very easy to get used to. The button activates your sword.

The object of the game is to beat the master. Every time you finish a level, you are told that "You will never defeat the master." You want to know why? Because after you finish Level 5, it starts all over again. I did not enjoy starting over again.

The graphics are very good for this game. Reading in *ST Format*, the graphics were digitized from the arcade to the Amiga, then ported to the ST. However, most of the code was written on the ST, and then ported to the Amiga. The sound is also good, but there is no interactive soundtrack with the game. I like interactive soundtracks.

The only problem I have with this game is the one I have with all the US Gold game. They shrink the sprites. They take up the bottom third of the screen with an unimportant little display. It shows your score, time, and life power. From the arcade shots on the back, the score is just placed in the upper corners. The small sprites annoyed me. I like large sprites. It makes the game more interesting.

On a scale from 1 to 100, I rate Strider 78%. It is addictive. You won't be able to put the stick down once you are hooked. But once you pass Level 5, it is all over. If you need a good game with excellent scrolling, good graphics, and good gameplay, pick it up.

## GENERAL FEATURE

### MARCH MEETING NOTES

by Joseph E. Hicswa, JACG

Despite dismal weather, members crowded Bell Labs Auditorium lobby where 8 and 16 bit librarians plied JACG public domain disks at affordable prices. Numerous flea-marketeers hustled software galore. Activity was so brisk it delayed our question and answer session and meeting time.

When the meeting eventually started, President Noyes addressed the flea market interruption. After a heated discussion involving officers and members, it was resolved that hereafter the flea market closes at 9:45 for the question and answer session and the regular meeting: Namely officer reports, demos, and door prizes. Flea market rules will be published in a forthcoming issue of this newsletter.

There was an admonition by President Noyes, seconded by officers and members that piracy and non-member flea-marketeers will not be tolerated by the Jersey Atari Computer Club.

President Noyes is compiling names of AT&T employee members. Those employee JACG members must contact our president whose address and phone number are on the back page of this newsletter.

A suggestion was made to use a new file compaction method on the bulletin board. This was referred to Gary Gorski for consideration and implementation if feasible. The BBS hard drive is overburdened with PD and shareware programs. A larger drive is considered as well as elimination of some dated programs which have been improved by later or new versions. It will be quite a task. Submit your recommendations to Gary whose name and number are on the back page. Any member wishing to assist should contact Gary.

The June JACG Atari Safari



(described in the March newsletter) will be a good time to show us your equipment and favorite programs. Notify the President or one of the two Vice-Presidents if you would like to participate.

Mike Hochman smilingly announced receipts from several renewal and new members enrolled at the meeting. Those members were welcomed with a round of applause. Two 8-bit disks of the month were **TextPro 4.54** (JACG Library disk #205D) and (JACG #204D) "1040, NY, NJ Tax Forms" reviewed in the March newsletter. 204D also contains **ZYBEX**, an arcade game.

Both 8 and 16 bit Vice-Presidents can use more demos at our meetings. Show us what you enjoy. Contact them.

#### 8 Bit Demos

8 Bit VP Neil Van Oost Jr. briefly described the new **TextPro** disk, a shareware program, then gave us a preview of the program's excellent capabilities. It is thoroughly documented. (See reviews by Neil and Z\*Net in the March newsletter.) Neil also booted up **Zybex** by Kevin Franklin. Young John Tannilill, using a wireless joystick, gladly took us through this alien shootout. John later awed us with **BallBlazer** by Lucasfilm with its outstanding graphics.

#### 16 Bit Demos

Mr. Tannalill demoed the 16-bit **RoboCop** by Data East. It's about a user controlled robot cop who cleans out bad guys from city streets. (Young Tannilill is quite adept with Arcade games).

John King, using transparencies supplied by 16-bit VP John Dean, explained **HiSoft C**, a C language interpreter and tutorial by Loricels. Mr. King said the disk and tutorial are excellent for anyone wanting to learn programming and the C language. (This was echoed by other members of the audience familiar with the C language.)

King displayed the program on screen and showed how easy it is to write programs in C language. (Read his review in the March newsletter.)

Mr. Mark Santora demonstrated **Xenon 2: MegaBlast**, an alien shootout with interesting graphics for a stellar arcade game. (review in this month's newsletter.)

Over twenty doorprizes (manuals, books, magazines, and software) were given away to happy members. See you at the May meeting!

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### ST DISK LIBRARY APRIL, 1990 D.O.M.

John H. Dean JACG ST VP

**JACG\_LIB.170**, is the Disk Of the Month for April, 1990. This is Version 3.6 of **ST WRITER ELITE** which as of this date is the latest, and perhaps the last, revision. The Spanish and German updates are also included, along with the full text of the Manual for Version 3.0.

The changes since version 3.0 (on **JACG\_LIB.142**) are given in the **READ\_ME** file in the **STWRITER** folder. Among the improvements is the Global Search and Replace which is now roughly 60 times faster! Also, all disk I.O. has been updated and thoroughly debugged.

We have also included on this disk, in an **AUTO** folder, **LGSELECT.PRG 1.6b**. Since the **GEM** version of **ST WRITER** uses the Atari file selector, it seemed like a good idea to include this update of the selector from Little Green Footballs Software (Charles Johnson) on this Disk Of the Month. Version 1.4 can be found on **JACG\_LIB.159**.

All of the above took up more space on a Single Sided disk than is normally available. We managed to squeeze it all in by using a program - **4PAK** - which compresses .PRG, TOS, and TTP files to about 60% of their original size, and they still run! **4PAC.TOS** can be found on **JACG\_LIB.176**.



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## 8 - BIT FEATURE

### *MICROLEAGUE vs. SSI's COMPUTER BASEBALL by Dave Arlington, JACG*

Ahh, the month of April. For some of us it means spring, for others it means the beginning of baseball season. Yes, the negotiations are over and it is time for the National Pastime to start dominating the sports pages. What better time to review two of the best baseball simulations available for the Atari 8-bits? Mind you, only the hard-core baseball fan need read any further, both of these games have nothing to do with joysticks or arcade style reflexes. Both these games put you in the manager's dugout, calling the shots for some of the best baseball players in history.

*MicroLeague Baseball* and *Computer Baseball* (by Strategic Simulations) share some common traits. Both are realistic simulations of the abilities of professional baseball players. Each game's outcome however, is based on your managerial skills either against another friend or the computer manager. Both games come packaged with famous teams of past years, such as the 1927 New York Yankees, the 1946 Boston Red Sox, or the 1957 Brooklyn Dodgers. Let's look at some of the good and bad points of each game.

Graphically, *MicroLeague Baseball* is excellent, with a 3-D type field. the players actually run out to thier positions and you can see the shadow of the ball as it is hit. After strikeouts, the infielders 'throw it around the horn', a nice touch. That the game designers really love baseball shows in the centerfield scoreboard that describes all the action. "A 3-0 fastball, a towering fly ball, back, back, it's outta here!" or "A 2-1 slider, groundball up the middle, Dent makes the stab, it's through for a base hit!" are examples of typical play

descriptions. I've played quite a few games and the descriptions have yet to get repetitious or dull. *MicroLeague* gives you 25 man rosters, and releases yearly through retail outlets the latest team disks. Even for the 8-bit, they have kept up these yearly releases. Team disks are also available that represent the best players of all time for different teams like the St. Louis Cardinals. Also available from *MicroLeague* is the *General Manager's Disk* and the *Box Score/ Stats Compiler*.

For a statistical simulation, *MicroLeague* has some major problems. For example, you have several choices as to what type of pitch to throw. (Fastball, slider, curve, change up, etc.) But nowhere in the documentation does it state whether this has any effect on the game! Does Nolan Ryan's fastball differ from any other pitcher's fastball, or any of his other types of pitches? Managers are not given any fielding or running speed ratings for the players. The documentation states that most players are average at fielding and running, with players being especially good or bad. You are told to rely on your knowledge of Major League baseball or call the designers to get those ratings! Well, I consider myself a baseball fan, but even I don't know the fielding abilities of some bench warmer from the Seattle Mariners. Not having this knowledge available takes away from your managing ability. Also, on defense, you limited to playing your infield all the way in or all the way back. You can't just move in the corners for obvious double play situations.

*MicroLeague Baseball* can also get pretty expensive. The only way to get new teams is to buy their team disks. You cannot enter your own players, teams, or ratings. The game itself retails for about \$40, the *General Managers Disk* for about the same, and the stats disk for another \$20. Even from a discount place, the total for all three can run upwards from \$75. You need the *General Managers Disk* if you



want to move players from disk to disk or do any editing of a team disk. The Stat Compiler disk is needed if you want a printout of the box score from the game you just played. The original game only gives you a line score unless you keep the stats yourself by hand!!

Computer Baseball by SSI on the other hand provides all the managing decisions you could ever want. All players are rated in fielding and running on a 1-9 scale. Now decisions are important. Do you put in an excellent fielder with no batting average late in a one-run game for his defensive abilities and give up the offensive power? You are also given 12 offensive strategies and 16 defensive strategies. I also found the computer manager in Computer Baseball to be the much better manager over MicroLeague's computer manager.

Computer Baseball has its limitations also. It uses an extremely dull Graphics 0 screen with redefined characters and very limited animation. Play descriptions are of the nature, "Strikeout", "Home Run", and "Line out to SS". It's written in BASIC, so it is slow and every time the computer manager has to make a decision, a long program has to load in, and then reload the main game. Current teams are only available through the mail and aren't easy to obtain for the Atari 8-bit.

Computer Baseball is very cost effective. The game now costs \$14.95 and for that price you get everything you have to pay extra for in MicroLeague. For instance, full stat keeping and box score is available after every game. You can easily modify players or create you own. You can print out a team's total statistics. And while current team disks are hard to get, it is very easy to enter and create your own using any good source like The Sporting News or Elias Baseball Analyst.

In summary, I have to give the nod to Computer Baseball even though I know most people prefer MicroLeague due to

the speed and flashier graphics. The reason is this: For a game based on strategic options rather than joystick action, with MicroLeague I always feel more like a spectator rather than a manager. Computer Baseball has provided me with some real nail-biters that usually leave me saying "If only I hadn't brought in that relief pitcher so soon..." And that to me, is what baseball is all about. Still, baseball fans should have the best of both worlds and get both games!

-----

#### GENERAL FEATURE

#### *TRAILBLAZER Review (XE and ST)* by Dave Arlington, JACG

I remember when, for a short time, Mindscape Software released software for the Atari 8-bit computer. Most of you have probably heard of their two most popular 8-bit games, *Infiltrator*, and *Bop 'N' Wrestle*. Maybe *TrailBlazer* is the one you are not familiar with. When I first saw it and the package, it looked like a cross between *BallBlazer* from Lucasfilm and the old game from Synapse called *Rainbow Walker*. If there's one thing I usually don't like, it's non-original game ideas.

Then I got a look at *TrailBlazer* on the ST. Then I played it a few times. then I played it a few more times. Next thing you know I had the 8-bit version at home in a disk case. Since the ST and 8-bit versions are so similar, this review applies to both versions.

To me, *TrailBlazer* is a welcome throw back to the days when you just plugged in a joystick and whaled away until your hand was sore. No reading manuals the size of small novels like with *Silent Service*. No studying for a PHD just to figure out how to get past the first screen in *Boulder Dash Construction Set*. *TrailBlazer* is simple to learn how to play and a lot of fun. I think the big popularity of dedicated game machines like the Nintendo and Sega say something for the fact that



people don't always want a healthy dose of strategy with their arcade games. (Although even there, there are plenty of contradictions to that rule!)

TrailBlazer is essentially just a race game. It's you against either the clock, the computer, or one of your friends. Like BallBlazer, TrailBlazer lets you and your friend play at the same time on a split screen. You can also practice any of the courses by yourself or with a friend.

The race takes place on a series of differently colored checkerboard tracks. There are 21 courses in all and they all contain a variety of tricks, traps, and obstacles. You are given a time limit to complete each course in one-player mode. Each of the different colored squares on the checkerboard have different effects on your bouncing soccer ball. (The colors noted here are for the 8-bit version. The same types of squares with different colors exist in the ST version. Also, in the ST version, you may use different shapes other just a soccer ball to represent your racer.)

The first and most dangerous are the black holes in the track that your soccer ball can fall into. They eventually spit you back up after you have lost precious time. Yellow squares bounce you and are usually helpful. Green squares speed you up and red ones slow you down. In arcade play, flashing squares turn on the warp speed. Most insidious of all are the deadly purple squares that reverse your controls. Here you have to fight all those years of arcading instinct while you have to push right to go left and vice versa. Not too easy to accomplish in a high speed arcade game.

Your joystick also give you some limited control. Pushing forward speeds you up and pulling back slows you down. (At least until you hit a purple square!) You may press your fire button to get a fortuitous jump over a black hole when you need it. You are given 7 jumps per course, with any unused jumps

carrying over to the next course. In two player mode, you are both on the same track at the same time. If you are lucky, you can bump your opponent into a black hole or two.

Disappointments are few. I would have liked a course construction option such as is found in some other games, and the packaging mentions a random course mode that is not present in the 8-bit version.

Overall, though, the game is a pleasant diversion. Easy enough to learn, challenging enough to make you want to play more. I also have always had a soft spot for two player games that let both players play at the same time instead of making one player sit there twiddling her thumbs. The graphics are very good on both machines although I think the advertising on the package that says "graphics that push your computer to the limit" was not even true when it was first released. I won't lie and say this is the greatest game you'll ever find and it probably won't give you the same satisfaction as sinking an entire war fleet, but it is a fun game to sit down to when you want to turn off the brain cells and just get that old arcade feeling back.

-----

Last but not least, for Easter, here is an Easter Egg for you if you own the Donkey Kong Jr. cartridge. Pause the game, hold down SHIFT and type BOOGA. Unpause the game and press S to change screens, or K to make yourself immune to snappers, birds, and sparks. Happy Holidays to all. See you next month!



# NORTH EAST ATARI REGIONAL - USERS SUPPORT

Your club officers would like to announce the formation of a new regional users group organization for the Atari Computer. NEAR-US (North East Atari Regional Users Support) was organized to help the Atari User. No matter what system they are using, get the most of their Atari Computer System.

At present the clubs represented by NEAR-US are;

LIAUG; Islip NY.	OHAUG; Oceanside NY.
A-Bug; Reading Pa.	SPACE; Harrisburg Pa.
JACG; Northern NJ.	NEAT; Philadelphia Pa.
RACE; Riverhead NY.	LVAUG; Allentown Pa.

Planned for the future is library software exchange, a newsletter & a network of support BBS's (already being formed). Long range plans include programming support SIG's and possibly a computer show. Discussion of these and improving Atari / 3rd Party relations with the Users are some of the planned discussions for the next meeting. That meeting is scheduled for the 3rd Saturday in May.

The Group Organization has been temporarily set up with each club supplying a club contact person. That contact would be the person responsible for dealing with requests for help and assistance from other regional clubs. He will also supply the Regional Co-Ordinator with information for distribution to the other clubs.

Your club may be looking for regular users on GENie & Compuserve to accept quick mail for your club. If you sign on regularly and are willing to serve as a mail drop for your Contact person please notify your Club President.

=====

All members of our joint clubs are invited to visit those meetings of our member clubs the calendar will be updated as each insert is done up for your club newsletter. Directions for all club meetings will be maintained by your Club Contact person.

## BBS REPORT

The EXPRESS-PRO! BBS boards will be setting up the first combined message base serving the Regional Club. The NEAR-US Network requires some of the sysops to purchase additional software from Orion Micro.

The Sysops inform me that the Regional Network, which was planned to be in service by March 30th, will be delayed due to the N.Y. system being down.

If your club has a BBS, either directly or privately owned but supporting your club, that wishes to join the net notify your contact person.

=====

## LIBRARY REPORT

Looking for special software? Trying to find a certain type of Program? Seen a new Public Domain program you like? Talk to your Librarian. He is looking for and has a good collection of software available. Through the Regional he now also has ways to obtain software that is new to your club or will fit needs he can't.

Instead of dumping over 600+ programs on our librarians we will be making and passing on the "Best of" disks between librarians. This will not interfere with a do you have type of cooperation between librarians. Check your files with your Librarian. At present he is looking for Public Domain Software to use in this trade.

=====

Anyone can submit information for this newsletter insert. Please send it through your club contact person for identification of it's source.

=====

This newsletter was compiled by R.Motley (LVAUG) for the North East Atari Regional Users Support. 3/24/90



## Active Club List

## Calendar

Lehigh Valley Atari Users Group  
L.V.A.U.G.  
P.O.Box 1307, Allentown Pa. 18105-1307

Primary Contact: Ron Motley  
BBS: (215) 261-0620

Atari Berks Users Group  
A.-B.U.G.  
2802 Avon Ave., Sinking Springs Pa. 19608

Primary Contact: Jerry Heere  
BBS: (215) 779-7859

Jersey Atari Computer Group  
% Dave Arlington  
Eagle Rock Village Bld 8 #3F  
Burd Lake N.J. 07828

Primary Contact: Dave Arlington  
BBS: (201) 298-0161

Long Island Atari User Group  
L.I.A.U.G.  
P.O.Box 92, Islip N.Y. 11751

Primary Contact: John Aalto  
BBS: (516) 221-8462

Ol' Hacker's Atari User Group  
O.H.A.U.G.  
3376 Ocean Harbor Dr.  
Oceanside NY. 11572

Primary Contact: Alex Pignato  
BBS:- Contact Via LIAUG BBS

Southcentral Pa. Atari Computer Enthusiasts  
S.P.A.C.E.  
P.O.Box 11445, Harrisburg Pa. 17108-1445

Primary Contact: Richard Deen  
BBS:- Not Operative-

North East Atari Team User Group  
N.E.A.T.  
P.O.Box 18150, Philadelphia Pa 19116-0150

Primary Contact: Allan Zaluda  
BBS: (215) 335-6751

Riverhead Atari Computer Enthusiasts  
R.A.C.E.  
% Frank Kuzloski  
Park St, Wading River NY. 11792

Primary Contact: Bob Morris  
BBS:- Via LIAUG BBS-

Send in your updated schedule for  
addition to this list:

April 5	LVAUG Monthly Meeting
April 7	LIAUG Monthly Meeting
April 9	NEAT Monthly Meeting
April 10	RACE Monthly Meeting
April 19	LVAUG Programing SIG Meeting
April 27	LVAUG Officer's Meeting
May 3	LVAUG Monthly Meeting
May 5	LIAUG Monthly Meeting
May 8	RACE Monthly Meeting NEAT Monthly Meeting
May 17	LVAUG Programing SIG Meeting
May 19	Next NEAR-US Regional Meeting
May 25	LVAUG Officer's Meeting
June 2	LIAUG Monthly Meeting
June 7	LVAUG Monthly Meeting
June 11	NEAT Monthly Meeting
June 12	RACE Monthly Meeting
June 21	LVAUG Programmers SIG Meeting
June 29	LVAUG Officer's Meeting
July 5	LVAUG Monthly Meeting
July 7	LIAUG Monthly Meeting
July 9	NEAT Monthly Meeting
July 10	RACE Monthly Meeting
July 19	LVAUG Programmers SIG Meeting
July 27	LVAUG Officer's Meeting





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April 1990 Vol. II No. 4

# LAYOFFS AT ATARI!

Story by John Nagy

Atari Corporation laid off 15% of all of its United States employees, effective at 5 PM Pacific Time, March 16, 1990. The layoff was a complete surprise to nearly everyone at the Sunnyvale, California, offices.

This cutback and layoff is NOT a temporary measure for those who received their termination notice at the close of business on Friday the 16th. Employees were offered no expectation of callbacks in the foreseeable future, but they are said to have been given "generous" severance checks. It is common for Atari to give 6 to 8 weeks severance pay.

The layoffs occurred at the service or labor level of all departments, but particularly hard hit were Accounts Payable and Credit, losing 50% or more of their staff.

Of the "Name" people with whom the public has any contact, there were no terminations. Popular figures such as Bob Brodie, Charles Cherry, and others were not directly affected. Additionally, no changes at the executive level were made, at least publicly.

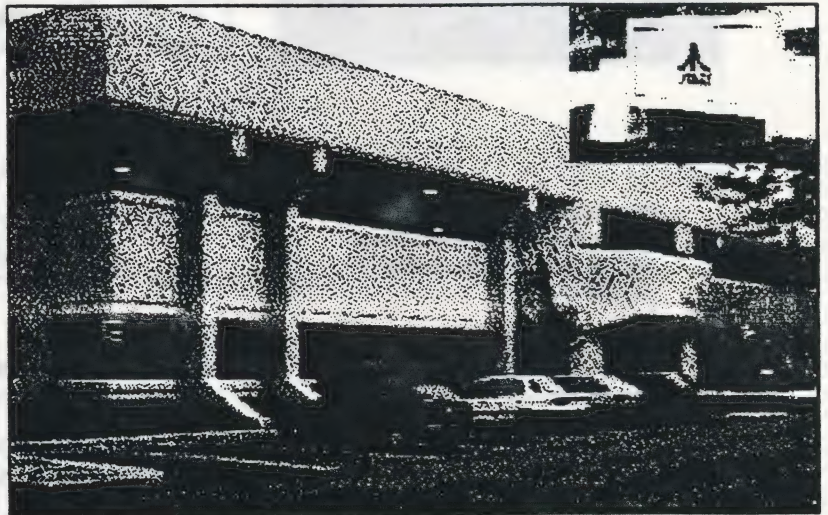
Conjecture by those near ATARI is that the cutbacks are due to the fact that Atari simply has no product ready for immediate sale, and that the bulk of those laid off had little to do that is essential to the current level of U.S. operations. The fact that the upper level employees were spared gives some reason to expect that this is not a long-term reduction in overall operation, but more an immediate action for an immediate situation.

However, Atari employees have been led to expect that the new products and stock, so long missing from the US, would begin arriving no later than the first part of April. If true, that would mean that the new products and stock will be arriving at Atari while the laid off employees are still enjoying paid severance time. This would seem to indicate that either the products will not be arriving on the projected schedule, or that the product, accounting, and business may be farmed out to other companies or locations when they arrive.

Alternative sites for Atari operations in the United States

have been discussed, including consideration of a manufacturing site in Pennsylvania and some talk of an additional building in Sunnyvale. Atari's Pennsylvania possibility is an old Commodore facility, which Atari is thinking of using for manufacturing LCD screens and components. Jack Trameil was pictured in newspaper accounts of his tour of the building only last month.

Neither site offers options that would explain a reduction



## Atari's Sunnyvale Headquarters: The Hallowed Halls are Hollow

of force at the main Sunnyvale offices, but the fact that they are being considered at all gives reason to believe that the layoffs are not part of an overall plan to further reduce the presence of Atari in the United States.

CEO of Atari, Sam Trameil, was unavailable for comment or to address the employees, having left the USA for computer shows in Europe earlier in the week. ●

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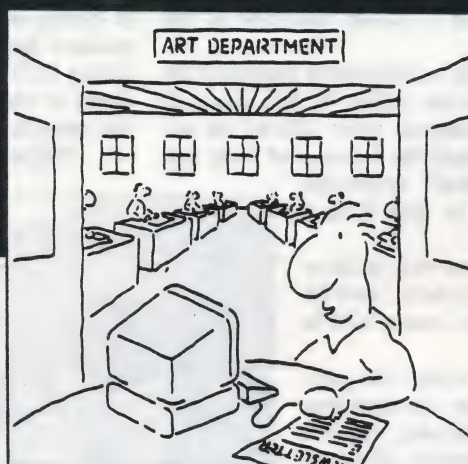
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# Z\*Net Newswire...



⇒ Atari has discussed and announced the intention to exert more control over scheduling of Atari shows that request Atari's direct involvement. After some hard lessons last year that resulted in the cancellation of both user and commercial shows due to time conflicts, Atari now intends to firmly stand behind a policy of **NO SHOWS WITHIN 30 DAYS OF OTHER SHOWS**. On the agenda at this time are the upcoming World of Atari show in Disneyland April 7-8, the Glendale (Los Angeles) Atarifest in early September, and the WAACE (Virginia/DC) Atarifest in late September. These last two shows are to be the last that will be allowed to violate the 30 day rule, as they were both scheduled before User Group Coordinator Bob Brodie was available for involvement. The 30 day spacing will allow vendors and developers more time to prepare for shows and will likely make ALL shows stronger. Atari might soon want to "write in" the two CES and COMDEX shows, the annual HANNOVER show, and at least the January NAMM shows. These events certainly are as draining as Atarifests on both Atari and third-party developers.

⇒ Charles Cherry, Atari Corp Developer Support mogul, says that the **SOFTSOURCE** Program is ready to premier on a major telecommunications network. The system is 100% completed and is in private testing to be sure that it is fully operational when it is formally introduced in April. Softsource will be an online database and library of commercial software in demo form, available for download and inspection by any user. The concept is to have **EVERY COMMERCIAL PROGRAM AVAILABLE ANYWHERE** included in the collection, along with online interactive support and indexing. A user will eventually be able to key in a few parameters and be offered a list of candidates for program selection. Choose French Revolution wargame simulations, or scientific graphing applications, or whatever... and be able to actually try the choices before you buy. Shortly after Softsource premieres online, it will be pressed onto CD-ROM disks and be available at Atari Dealers for fast free examination of the

entire collection. The disks themselves will likely be made available for next to nothing for home perusal... once the Atari CD ROM is commercially released. That blessed event is likely to follow the dealer program by a few months... with luck!

⇒ For the sale of the final parts of the **FEDERATED** store chain, Atari received \$17 million, plus stock options. The options are a part of a deal that will allow Atari, over a 5 year period, to purchase up to 3.87 million shares in Dixon Group, the parent company of Silo. It is apparent that Atari is not actually getting out of the superstore business, just shifting financial responsibility a bit. In case you are curious, Dixon Group is a rather large firm, based mostly in the U.K. at this time, and to give you a feeling for their size, they recently held off a takeover offer of \$1.4 billion from a competitor.

⇒ Atari announced in March that income from continuing operations of \$5.8 million or 10 cents per share on sales of \$170.6 million for the quarter ended Dec. 31, 1989. This compares with income of \$9.3 million on sales of \$152.6 million for the fourth quarter ended Dec. 31, 1988. Net income was \$5.7 million in the fourth quarter of 1989 as compared to a loss of \$97 million last year. The results for the quarter reflect continued revenue growth from the Atari ST and Atari PC4 MS-DOS compatible product lines, and from initial shipments of the new handheld Portfolio computer and Lynx handheld color video game machine. During the quarter, sales of certain products were facilitated by lowering prices in order to make room for new product lines. Subsequent to year end, Atari consummated the sale of certain Southern California leasehold interests held by its discontinued Federated Group unit. No additional losses are anticipated on final disposition of Federated. Sam Tramiel, president and chief executive officer, stated: "For Atari, 1989 was a transition year. It witnessed the introduction of a new generation of handheld machines -- the Lynx and Portfolio; and, the disposition of an extraneous business segment. For 1990, Atari is fully committed to regaining market share in the

video game sector with products like the Lynx, increasing our market share in the personal computer sector with products like the Atari STE, and maximizing our opportunity in the handheld or palmtop computer business with Portfolio."

⇒ The U.S. Circuit Court of Appeals in Washington D.C. has ruled that Nintendo may sue retailers who sell unauthorized cartridges manufactured by Atari Games/Tengen Inc. for use with the Nintendo Entertainment System (NES) and which Nintendo asserts infringe its patents. This decision vacates a preliminary injunction previously granted to Atari Games by the U.S. District Court in Northern California, which enjoined suits against retailers who deal in infringing cartridges pending the outcome of litigation between Nintendo and Atari Games/Tengen Inc. In February, Atari Games obtained a preliminary injunction preventing Nintendo from suing Atari Games' dealers for patent infringement, by arguing that Nintendo had improperly monopolized the video game marketplace by asserting its patent rights and by supervising the production of game cartridges for its Nintendo Entertainment System. The Court of Appeals found "nowhere does the district court make a finding that Atari could probably prove its allegations." The appeals court stated that "... the record fails to reflect that Atari came forth with any evidence... to prove that Nintendo was enforcing its patent in bad faith, or expanding its patent rights beyond their proper scope."

⇒ **TOUCH-UP** is a terrific image editor application, plus a scanner interface, originally designed for the Atari ST by **MIGRAPI**. Now, Migraph has completed the port of the popular graphic editor to the IBM platform, and shipping began last week. A special is in effect for a limited time, giving you the IBM **TOUCH-UP** for only \$174 plus \$5 shipping... discounted from the regular \$199. If you have experienced **TOUCH-UP** on the ST at home, suggest it for the IBM at work! **MIGRAPI**, (206) 838-4677.

⇒ The **HAPPY/SMALL** groundbreaking lawsuit involving charges of defamation via international telecommunications

message systems was settled by a Court Order that also forbids the parties to discuss the details. Dave Small of **Gadgets By Small** was sued by Richard Adams of **Happy Computer** over statements posted as messages on **GENIE** last year. Adams contended that the statements were false and defamatory to him and his products, notably to the **DISCOVERY CARTRIDGE** copy device. Small was equally upset over Adams' inclusion and subsequent republication in an online magazine of plans on how to use the **Discovery Cart** to eliminate the need of the **Spectre Cart**, the **Macintosh** emulator from **Gadgets**. Small said that the suit had been settled "amicably" (stressing that it was "really, really amicable") but that he was forbidden by agreement from discussing the terms of the settlement. It is known that **HAPPY** is moving quickly towards the **IBM** market for their future product line, and it may be that Adams no longer is as ready to fight over an Atari-specific disagreement.

⇒ Late word from **TWO** locations both point to the 68030 computer(s) to be shown at the Anaheim World of Atari show to be held this April 7-8... one from Atari (the TT) and one from Dave Small. According to Sam Tramiel, every effort should be made to show the Atari TT at the show despite the fact that it is not yet ready for production. And **Gadgets by Small** will be showing their prototype 68030 CPU replacement board at the same show. Dave Small's project is a **GADGETS** production with consulting by Jim Allen Jr. of **FAST TECHNOLOGIES**, and may or may not ever actually make it to commercial production. However, Dave says it is **REAL NOW**, it **WORKS**, and the next step is to make the first printed circuit boards for more testing. Able to accommodate CPU speeds as high as 32MHZ (with **EXPENSIVE** support high speed RAM), or more economical but still pricey 16MHZ chips, the Small 68030 will make ANY ST or MEGA into a speed demon, almost an order of magnitude faster than the current machine.

Continued...





# ...Z\*Net Newswire



It WON'T make it into a TT, tho... for that, you need Atari itself.

⇒ BOB KLAAS of Salt Lake City, Utah has an offer for 8-bit programmers. "Analog went kaput leaving the 8-bit programmer with one less place to send their programs. Well, I am going to try something and if it works as well as I think, it may open up a few more doors for the 8-Biters. I am offering to pick up the programs that you, the programmers, were working your hearts out to send to Analog, and offer a reward of from \$25.00-\$50.00 for the rights to Copyright your program, giving you full credit for programming. What I get is the copyright, as Analog would have. In return, you get your fee plus a contract stating you receive 20% of all profits brought in by the sales of your program. I feel this is one step beyond what Analog did, and if any of you are interested, please submit your program/s to K-Products, 4267 W. Midway Dr., Salt Lake City, Utah 84120. Also programs not accepted will be returned to the sender with an explanation as to why and all rights will remain the programmers."

⇒ The PC-DITTO II debate continues this month, although things are improving somewhat. Avant-Garde has sent replacement PAL chips and software to owners of the first of the PC emulation devices in an effort to make them work in more than 10% of the machines. Thankfully, at least 80% of the people with problems have had this cure their situation. The remaining problems may require more drastic (and expensive) action by the owners, including replacement of their MMU and GLU chips inside their otherwise perfectly good ST. Many users are wondering if it's worth all the effort and expense. Others have found that saving a few dollars by attempting to install PC-DITTO II or Michtrom's PC SPEED IBM emulators has ended up costing them the full cost of a new ST, when the work inside ruined the computer. BE CAREFUL IN THERE.

⇒ FCC approval was granted in March to the PC processor "SuperCharger" from Talon Technology, Inc. Distribution began immediately for the \$399 unit. Like ATARI's STACY, the

SuperCharger has FCC approval as an "TYPE A" device, which means that it is only for business and industrial use. The more widely accepted "B rating" is expected in the coming month. Those wishing to order a SuperCharger must send their request with their: name; address; telephone number; and the statement "The SuperCharger(s) will be used for commercial or industrial purposes" to Talon Technologies. This is a legal requirement. For those unfamiliar with this device, it is the first external PC processor for the Atari ST. SuperCharger has shipped in Europe since October 1989 through the affiliate of Talon Technology, Condor Computer, Ltd. Talon Technology, Inc., 243 N. Highway 101, Ste. 11, Solana Beach, CA 92075, (619) 792-6511

⇒ Diverse Data Products has announced KX, a remote keyboard interface for the ATARI ST/MEGA line of computers. KX allows the connection of an IBM AT style keyboard to the ATARI ST/Mega computers. The KX hardware connects to the MIDI IN and OUT ports and are extended through the KX hardware and there is no need to alter your MIDI setup after KX is installed. The KX software allows the user to activate or deactivate the remote keyboard, define macro sequences for the function keys, and provide an online table of key scan codes for anyone desiring to access the remote keyboard directly. The software is supplied as an accessory and an application program. KX is available now at \$59.95. Diverse Data Products, Inc., PO Box 695324, Miami, FL 33269, (305) 651-2393

⇒ First IBM, and now Texas Instruments have produced working 16 meg Drums. The fact that 2 American firms have shown 16 meg Drums, and currently no Japanese firm is close to producing such an item, should serve to boost the sagging confidence of American chip manufacturers. These 16 meg chips are expected to begin full scale production by late 1991, and it is expected that by mid 1993 the cost of a 16 meg Drum will be less than one third that of a 1 meg Drum. To put this The 4 meg Drum is likely to never become a factor at all in the Drum market,

and will soon fade from view, overshadowed by the 16 meg chip, with a 64 meg Drum already on the horizon.

⇒ ISD, makers of CALAMUS, had lots of announcements to make this month during a live intercontinental teleconference on GENIE. Typing from an Atari show in Australia, Nathan Potechin of ISD reported that CALAMUS OUTLINE, a vector oriented graphic tool, was now shipping. Dealers have it already at prices under \$300, higher than that originally planned. It is packaged with CONVERT2X.PRG, a conversion program that takes Calamus CVG art files and makes a Postscript or Encapsulated Postscript file. Also available now, although at first only to registered Calamus owners, is the 300 page Guide to Calamus Desktop Publishing, which covers Calamus, Outline, and the Calamus Font Editor. Soon to be available are 1000 new fonts. By the end of the summer, Calamus will be out in three flavors: CALAMUS S, the standard version we now use; CALAMUS SL, a modular version with many improvements and new features, formerly to be called Calamus LI; and CALAMUS SLC, a full color system that will require an Atari TT computer. ISD Marketing, 2651 John Street, Unit #3, Markham, Ontario, Canada, L3R 2W5, Tel: (416) 479-1880.

⇒ Also from Canada is BRANCH ALWAYS SOFTWARE, Darek Miihocka and Ignac Kolenko's commercial effort after some years of notable public domain and shareware products. New this month is QUICK ST II, yet another improvement in his software screen accelerator. This newest version adds the ability to have a picture background for your desktop, or save memory and choose any fill pattern you like instead. QSTII is faster than ever, beating Turbo ST 1.6 in several measures, including price (\$19.95 as against \$49.95), memory use (20K as against 50K), and installs as an AUTO file that causes fewer compatibility problems than Turbo ST, AND leaves another desk accessory open. However, Turbo ST has a new version coming out too, that claims to recover the speed awards... more on that when it is released. Also coming from

BRA is QUICK TOOLS... details are in their advertisement elsewhere in this Z\*NET. Branch Always Software, (519) 570-4340.

⇒ WordUp Version 3.0 is moving into the Beta testing stage. WordUp is a graphics word processor from NEOCEPT that integrates pictures and text. The new version will include the ability to use a regular ASCII printer font output. It will support the big screen monitors such as the Moniterm, a contextual spell checker and a smart spell checker. A thesaurus that will let you select near and true antonyms as well as synonyms.

⇒ Gribnif Software, makers of NEODESK, released a new customer newsletter in late February. It discusses a new version of NeoDesk that will include: all resolution support including LOW; split windows; resizing of background windows; windows can independently display icons or text; separate sorts for each window; font changing; faster file sorting; file search functions; and the ability to place a folder on the desktop. The new version is being written in Borland Turbo C which will make the program faster and smaller. Expect to see the new NEODESK in late spring. Gribnif, (413) 584-7887.

⇒ WEATHER VIDEO FOR THE ST: The MET-2 satellite receiving system enables the ST user to receive detailed cloud cover pictures from the American GOES and European Meteosat 4 satellites. This system currently available for the ST, IBM and Amiga systems starts at \$600.00 and includes the receiver, pre-amplifier, Yagi antenna, power supply, and 60 feet of antenna cable. ICS Electronics, West Sussex, England. (0903) 731101.

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# CLUBROOM: BOB BRODIE - ATARI ON THE ROAD

by John Nagy

As part of the User Group Coordinator and general Atari man of the world Bob Brodie's Michigan tour February 17 and 18, Bob addressed the MACTECHNICS meeting. The Macintosh User Group had over 400 visitors packed in at Ann Arbor, Michigan's Crisler Center, at the University of Michigan Campus. They weren't there just to see Bob though. Also on the agenda were Timeworks, Adobe and Articulate Systems.

Timeworks showed Publish It (for the Mac of course), and it is quite different from the PUBLISHER ST we are familiar with. Selling for \$349.00, there is little to give us hope of an ST version of the upgraded DTP system at least in the near future.

Articulate Systems, from Boston, demoed a \$1,250 voice recognition and response system. The version they showed the MAC group was setup to run with a CAD program, and required a mere 5 meg of RAM to operate.

Adobe, the DTP trend setter, had a new product called PHOTO SHOP selling for \$850. This is a color compatible draw and paint application that is said to be pretty dazzling.

Bob spoke for about half an hour, as did the other guests. He showed the STACY (The four meg ram 40 meg HD version), with Gadgets By Small's Spectre GCR Mac emulator, and found the audience to be very receptive.

When Bob got around to mentioning the cost for the Atari product line, a gasp, a physical reaction from virtually every person, rolled through the meeting hall. After a moment of stunned silence, meeting organizer Doug Houseman, who is also a writer for MacUser Magazine, took the microphone.

He said, "In case you missed the significance of what this gentleman just said, let me repeat it. You can get one machine with four meg of RAM, a forty meg hard drive, monitor, laser printer and mouse plus IBM compatibility and Macintosh compatibility... and it will even run ST software... all for less than the cost of a Mac Laser-Writer Laser printer ALONE." Again the gasp. Followed by numbers of questions not the least of which was "Where can we get one of these?"

After the presentation part of the meeting, Bob was approached by the Adobe people who wanted to try out their Photo Shop software on the STACY GCR. Bob started to back pedal a bit saying "You know, if your system makes an illegal call to the MAC hardware, it's not there..." Adobe loaded their application...and it ran. Properly. Bob breathed easier and the audience breathed harder, even more enthused at what Atari was doing for (or, perhaps TO) the Macintosh community.

Proof of the success of the Mac meeting was available the next day when Bob spoke to the largest Detroit area user group, MACE. Attending were about 150 Atari users ... and a group of MACTECHNICS members who wanted to see and here more, and get some hands on time on the Atari equipment.

Also attending the MACE meeting were group of Canadian users. They indicated some dissatisfaction with the support being given them by Atari Canada, and asked Bob what Atari USA could do to help them. The answer is likely to be nothing. The curious thing is that all prior experience with Atari Canada has seem to indicate that their presence in the market and support of users has, if anything, been more satisfying then the Atari USA response.

Users from several Michigan Atari user groups were in attendance at the MACE meeting, they included MAGIC and GAG. MACE had a good return on the event booking many new members and selling lots of disks from the library. One estimate showed that MACE profitted approx \$600 at the single meeting, making Bob Brodie and even more desirable commodity on the meeting circuit.

After the MACE meeting, Bob attended a "Presidents Dinner" with most of the presidents of the Michigan and area user groups.

Lots of productive conversation and planning may result in more co-operation in Michigan clubs in the future, and plenty of ideas were tossed around that will merit future investigation. Bob also got an earful of what the clubs would like to see Atari do, and he promised to convey it to the decision makers as best he could.

Next and last on the Michigan tour was a trip to Grand Rapids to spend the day at an Atari dealer's store for an advertised "open house". SOFTWARE CAROSEL was treated to lots of Bob's first-hand information about Atari products, and an appreciative crowd kept a steady traffic flow through the store all day. That evening, Software Carosel submitted their application to become an Atari Business Center.

The Michigan trip was jointly planned and executed by many people, including Bill and Pattie Rayl, Ed Hanson, and Leo Sell.

Bob was on the road again, to Texas, for the weekend of March 10, where he visited users from ATARI USERS OF NORTH TEXAS (AUNT), INTACG, and DAL-ACE. He attended the AUNT meeting in the Dallas Informart, "the" computer gathering place for the Dallas area, where he addressed about 100 members. Bob showed the usual complement of Portfolio, STACY with and without GCR, and the STE. Bob was able to display SPACE ACE with the new 4,096 color palette and digital stereo sound. After the meeting, Brodie set up for a few hours in the general "swap meet" area of the Informart, where perhaps 800 users of all kinds of computers visited with him and looked over the equipment admiringly.

Curiously, DAL-ACE officers and members alike seemed to take Atari's visit to their area quite lightly, and failed to send anyone to either of the officer meetings or dinners that had been scheduled with Bob. They also neither attended the AUNT meeting (being held in the same building at the same time) where Bob spoke, nor formally invited Bob to come to see them when he finished at AUNT. Some members did introduce themselves to Bob later in the swap meet.

While in the Dallas area, Bob visited MEGABYTES, an Atari dealer in Hurst, Texas, as well as stopping to look in at the COMPUTER EMPORIUM in North Richland Hills, which was closed when Bob went by.

Organizers of the Texas visit were Herb Parsons, John Odom, and Gary Sewell, who were very helpful and appreciative of Atari's efforts in making personal contact with user groups. Bob Brodie will be continuing to make visits to user groups as his schedule allows.

If your group would like a visit, contact Bob at (408) 745-2052. The best way to organize a visit will be to coordinate a number of user groups within your general area, so that Bob can speak to as many people as possible during his trip, with a minimum of travel. Bob will probably not be able to visit every part of the country, but you can certainly improve your chances of getting him to speak at your group by good planning and cooperation. ●





# FIRST SYDNEY AUSTRALIA ATARI SHOW REPORT

by Jon Clarke, Auckland, New Zealand

How do you describe the first ever Atari specific show in the South Pacific in a few words? Well things like "amazing stuff", "fantastic presentation", and "wow" come to mind. After years of not having an Atari presence in both Australia and New Zealand computer shows, it is good to see them back at the fore-front of technology Down-Under.

I found out about the Sydney Atari show last Thursday night, two days before it opened to the public, and two and a half thousand miles and one country away from here. So it was off to the travel agent to book a few Air tickets and at 7:30 Saturday morning our plane touched down in Sydney. The venue for the show was the Queen Victoria Centre. A lovely old building they have renovated, with 4 levels of shopping for mum and the kids, while you slip away to level 3 for the Atari show. You couldn't help but notice the Atari show as 70% of all the shoppers in the Queen Victoria Centre had little plastic bags with the Atari Fuji symbol on them.

From the time you stepped out of the lift, (or climbed the stairs) the Atari people were always on hand to help. The reception area was filled with videos playing experts on Midi, desktop, and the STE. Once you registered and walked into the show, you were breath taken by all the activity going on. It would have taken very little time to do a circuit of the show, but it took me and most people over an hour the FIRST time. There was so much to see and participate in, from hands on demo's to listening pleasure from live bands using midi.

From the entrance to the pavilion you could see people all huddled over some ST's, so off I went to see what the attraction was. Well it was the new STE's doing their stuff in stereo sound and full living colour. Atari-OZ have done some amazing demo's for the STE.

Five in total. The one I loved was the stereo sound and graphic demo, which was linked to a 'Roland' sound system on which the STE controlled the sound output. Have you ever heard a Kookaburra (a native Australian Bird) at 100db of sound and in stereo. Real mind blowing stuff. In fact all the STE demo's were of a very high standard indeed. This is the first time most of the Atari users had seen the STE and the Atari reps were being inundated with questions. The STE will be in general release down-under by the time you read this.

This then lead me to another group of people all looking at a large colour monitor, and all in laughter as the guys from ACRE Industries demoed the first Australian made 'Genlock' for the Atari ST. They had the video camera focused on a chap sitting on a chair and they were doing all sorts of things to the guys image on the video screen with 'Cyber Paint'. The effects were humorous to say the least and a real crowd pleaser. The 'Genlock', Acre has designed will work with both American (NTSC) and Australian (PAL) TV systems, and at a retail price of under \$900 (Aus) it will be a winner for them. I loved the 'Cyber' animation with realtime video, the world of desktop video is truly here.

Moniterms! They were everywhere doing their stuff, from Calamus to scanning to word processing. In the third party suppliers area there was a group of hard core DTP people being blown away by 'Outline', and a strange voice coming from within. <Kiwi's notice these things.> This was Nathan from 'Ditek', 'ISD' demonstrating CALAMUS and CALAMUS OUTLINE. Needless to say the crowd was amazed at the quality of Outline and a little birdy told me at the show, that the first order of 'Outline' was sold out by Saturday. Having read the reviews and seen the confrences on 'Outline' I was very impressed to see what it did. But alas I have a US ST, and they only had the UK software at the show. These shows really bring home how small the Atari world is becoming as across from the 'Outline' booth was the A.C.E NSW User Group booth, with members, and other clubs from all over Australia, including John Hutchinson who is currently working in Australia. A.C.E NSW (New South Wales, a state of OZ) were doing demo's of the ST, along with Norm who runs the largest PD library in OZ, based in the state of

South Australia. Now opposite this were some of the star attractions of this show. An Atari TT 030/2 and a Transputer. The ozzies had a demo they wrote running on the Transputer, with outstanding quality. No wonder these are called graphic work horses! Release date of the TT is to be in May/June and the same for the New Transputer.

You can't go to a show with out getting involved right? Well come hell or high water there was no way Mum, Dad and the kids could get past the Lynx booth. There was this humungous sign introducing the 'Lynx' and a chance to win a free 'Lynx' if you got the high score on Blue Lightening.

Well here I was with all the others doing a few practice flights, when the call to arms came and we were off. "Well this little hand held game machine is sure a winner", I thought as I zoomed around the screen. Then all of a sudden our 5 minutes were up and with a score of 14,410, I was happy enough. The winner of the Lynx in the end had a score of over 48,000 in just 5 minutes playing time.

Next to all of this came the IBM world of Atari, from the Portfolio to the big grunners, all demonstrating their stuff. I loved the Portfolio area and was suprised to learn that the Australian users have been developing alot of software. Available now is a program called 'Timelog', and is a must for professional users of the 'Portfolio'. This is a complete time management/ recording system, and will eliminate the need to fill in manual time sheets. Along with this there has been some programs written to do Meter reading, bar-code reading, and with several other programs under development for a "Fast wire" type program called 'Mac-slave' and 'ST-slave'. Available later this year will be GWbasic, Laplink, Crosstalk, Word Perfect, Lotus Express, a Financial Calculator, a scientific calculator, DOS utilities, and a few games like Chess, Backgammon, Tetris, and Golfing with Greg Norman.

Down this part of the hall were all the other demos of STE's, ST's, Clones and the likes doing everthing you can think of. In the middle of all of this were Lucas and Joe from Austec, a large Atari Dealership from Melbourne in the State of Victoria. They had the Spectre GCR doing its thing on the large screen. Needless to say the MAC owners were in awe at the sight of this. Austec were one of the 3 booths with the CDAR504 CD-ROM players, and had some ST-public domain CD-ROM's on display. They also had their own hard disks running, one they manufacture themselves, a very nice neat little package.

From here we headed into the Midi area of the show. This was by far the loudest section of the whole show with 'Roland' demonstrating their little boxes of tricks that gave the impression the Sydney Philharmonic Orchestra, to machine guns, to 10,000 people clapping hands enjoying their favourite Pop group. Well not to be out done by the USA show's, Atari-Oz arranged for Simon Lloyd of 'Ice House' fame to be on stage most of Saturday for live midi demos, playing their hit music. Wow it was like being at the concert. Then on Sunday they had 'Sirocio' playing live using midi. I was speaking to Allen from the 'Roland' booth about optic drives and the likes, and it seems the in thing in OZ at the moment are the 'W.O.R.M' drives, and it is not unusual to have over 1 gigabyte of storage for their sound samples. I gig! Jeeze, we are in the wrong computer field, guys. The music from the Atari Machines including STacy, and the live stage were out of this world, and could have been the whole show in itself.

Yes, that's right STacy was there in several booths with the midi guys and all of us drooling at it. I thought it might have been a little smaller than the TI200 I am writing this on, but no it was not to be. But never the less STacy will be on my Christmas shopping list, along with 70% of those that attended the show. The guys from Electric Factory had Stacy hooked into their midi equipment. While Phill from Grass Valley (from Western Australia) had one on his stand running that popular program Neo-Desk in demo mode.

Not be out done by the Midi booths there was a little booth next to the stage that nearly floored me. After going to this show I



have come to the conclusion Australian programs and programmers are the **WORLDS BEST KEPT SECRET**. Here was a ST with a colour monitor and a CD-ROM. Not to much to see equipment wise, but by the time you fought your way through the crowd you were presented with Australia's first CD-ROM program. Called 'Sound Scope' you can listen and what is more important learn about an orchestra, or individual instruments, or even play your favorite compact disks. The graphics interface has to be seen to be believed. When you are in the orchestra section you see the Conductor leading the sections of the orchestra. When say the horns section are playing, they are highlighted. It is like being in the balconies in Albert Hall, in fact if you close your eyes you may even feel like you are there. This also supports full Stereo and will even run on Stacy, this is really amazing stuff.

**Items on display**

- o Atari 520/1040STE - Shipping Now for Australia/New Zealand
- o Atari STacy - Shipping 1990 o Atari TT030/2 - Shipping May June 1990 for Australia/New Zealand
- o Atari Transputer - Shipping Later 1990, although in limited release
- o Atari CDAR504, CDROM - Shipping Now for Australia/New Zealand
- o Atari Megafiles - Shipping Now
- o TOS 1.4 Rainbow - Shipping Now for \$AUS199 and \$NZ199

fitted

- o Atari Lynx - Shipping Now
- o Atari Portfolio - Shipping Now
- o Atari PC range - Shipping Now o Moniterms - Shipping Now
- o Hawk Flatbed Scanner - Shipping Now
- o ISD's Outline - Shipping Now
- o SoundScope - Shipping now
- o TimeLog - Shipping Now
- o AGS-20 genlock - Shipping Now
- o STe Demo's - Available soon from ATARI-OZ look on GENie.
- o Transputer Demo - See Atari Australia
- o Roland-midi - Shipping Now <great gear>
- o Music Publishing - Shipping Now

In conclusion I feel the show was by far the best show I have seen in our part of the world, and Atari-Oz should be congratulated for their effort that went into the show. The next show will be the Bits'n'Bits show here in Auckland on April 26th of this year at the Auckland Expo Centre. This time Atari-NZ will have a booth and be strutting their stuff.

**Footnote:**

As I said before, I learned about this show on Thursday night with the show about to start on Saturday morning 10am Oz time. Well on the GENie conference with ISD and Atari-Oz, Alastair Campion told me it was on, and invited us to attend. Well the bets were on to whether or not I would arrive. Needless to say a few dollars were flowing at 11am on Saturday. ●

## Thundering Games and 3-D Music.

Don't settle for monotonous mono ever again! Atari has hidden three sound channels inside your ST. Tweety Board unleashes that full sound capability in minutes, with a solderless, internal installation that's compatible with all ST hardware and software. With Tweety Board, even your old games will suddenly sizzle and sound like you've always wished they could.

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-Ralph Mariano, ST Report

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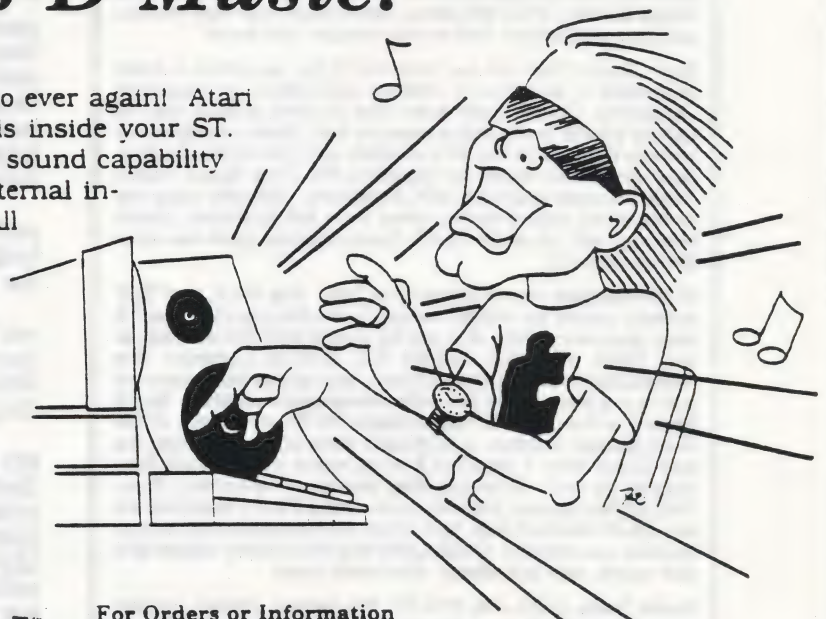
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# ATARI USERS UNITE! (That includes you, fellow 8-bitters!)

by Elliott John Coerper - Osan AFB, Korea

I was working the night shift schedule here at Osan, everything was quiet, almost too quiet. Chief Fishnarishski (Fish) had already dosed off when suddenly we were thrown out of our seats. Bombs were going off and they were going off VERY close.

Foolishly we opened our door peering outside to see what had happened. Two more bombs went off, this time knocking out our power. The force of them knocked me against the side of our building with a loud thud. Meanwhile the field across from our building quickly lit up with gun fire. Small flashes of light illuminated our countryside giving me a new meaning to "A thousand points of light".

I know the Korean language well enough to know that someone said they were going to terminate us. We instantly hustled inside, but couldn't lock the door behind us. Our only viable alternative was to hide in Fish's office.

Unfortunately the inevitable happened, we heard someone come in.

Since I had trained in the Martial Arts I decided that if I was going to be terminated, I was going to go down fighting! I perched above the door waiting for him to enter. In he came and down I went viciously putting a choke hold on him. It worked?!! Instantaneously his body went limp in my arms. Just then the lights came back on and we learned I'd taken out one of our own!

Yes, Team Spirit has hit Korea. What is Team Spirit? It's a combined, joint exercise in Korea where the Army, Navy, Air Force, Marines, Reserve Units, and the Koreans practice together, for war.

It's great! Usually you never get to work side by side with people in different branches of the service or, for that fact, the Koreans. However, once a year we get to work with every branch of the service. Turns out, they're no different then us.

So what does this all have to do with Atari Computers? Everything! We are all in a war together right now (The Revolution). Aren't we trying to bring Atari into the mainstream?

Unfortunately, I've heard many 8-bitters saying they will not support The Revolution because it's a 16-bit Revolution! Could you imagine if the different services said that? "I'm not going to war because this is an Artillery war", or "it's an Air Force war"... The only way we win wars, is by working and fighting TOGETHER! It took every branch of the service to win in Panama.

Whatever success that Atari 8-bit has had over the past three years is due largely in part to the ST line. Had Atari relied only upon the 8-bit market and not developed (or continue to develop) the 16-bit line, we would not have an Atari Corporation to kick around. And, whatever success we are going to have in the upcoming years, is going to rely upon the success of Atari Corporation. As they succeed, so will the 8-bit market.

If you think other third party companies will support us if Atari Corporation goes out of business, just look at who is supporting Adam Computers! How about the Timex-Sinclair...or ColecoVision?

The only way we are going to see new products for our 8-bit computers is to support The Revolution. Let them know that we are proud owners of 8-bit Computers! Write a letter or two or even three, but insure they know that you own an 8-bit.

Let's try something, let's all write off to Andy Rooney (if he's working this week) and Paul Harvey. We'll tell them about The Revolution. If you know how to write, write a scenario for them. I can imagine them sitting behind a computer. What's this mouse thing, it doesn't look like a mouse? And what is this thing about WYSIWYG software. Why don't they have software that allows you to see what you get? Why do they call these things "Floppy Diskettes?" (clunk, clunk), they don't seem too floppy to me. And what is TOS, am I supposed to toss this computer in the air to make it work?

Come on, be imaginative. We are a force to be reckoned with, if we get involved. Just one letter WILL help! Well, that's it for now, remember, always keep the Faith, support The Revolution and always talk up Atari Computers. ●

## Quick Tools vol. 1

Utility Pack For the Atari ST - for only \$19.95

**Quick Tools** is a package of many powerful and memory efficient utilities for the Atari ST, Mega ST, and Atari STe computers. It includes a command line interpreter, smart file viewer, fast file finder, desktop editor, hard disk partition protector, custom control panel, speed benchmarker, real time status display, VT52 emulator, label maker with mail merge, program compressor, text screen dumper, and more!

Each Quick Tool can be installed to run as either a desk accessory or as a normal desktop application, for maximum versatility. Quick Tools even has its own unique way of getting around the 8 desk accessory limit. Quick Manager is a window that sits on the ST's desktop and has its own built-in desk accessory menu for installing the other Quick Tools. Quick Manager uses only 15K of memory, and only loads the accessories into memory when they are selected. Quick Manager with all of the Quick Tools installed uses less than 60K of memory!

**Quick Manager** also displays time, date, free RAM, and TOS version, allows for instant access to the file selector, has 16 desk accessory slots, and can be called from the desktop or any GEM program. **Quick CLI** makes complex file manipulations easy. Copy, rename, and delete files whenever you're in a bind. **Quick Env** edits environment variables. **Quick View II** is the ultimate replacement for the desktop's Show Print Cancel function. Just double click on any desktop file and Quick View II displays it in its native format. Text files display as text. Graphics files display as graphics. Even ARCed files display their contents. **Quick Find II** searches for any file on the hard disk, fast! **Quick Inf II** edits hard to change desktop parameters. **Quick Label II** prints mailing labels and disk labels, with text effects. And much more!

**Quick Tools** costs only \$19.95. We accept checks, money orders, and VISA card orders. Add \$3 for shipping. Phone orders: 519-570-4340. Write for more information. Demo available on CompuServe and Genie. Also available: **Quick ST II Software Screen Accelerator**. \$19.95 + \$3.

### Branch Always Software

Box 2624, Station B, Kitchener, Ontario, Canada N2H 6N2



# MICHIGAN BELL MODEM SCARE

Condensed from a Z\*Net Special Report by Jerry Cross

Once again the BBS community is being asked to go into battle against the phone company. A local BBS operator is spreading the word about problems he is having with Michigan Bell Telephone Company and is requesting help.

A Detroit area BBS, VARIETY-N-SPICE, is circulating a long document that makes a number of charges against Michigan Bell Telephone company. The BBS was a 16-line system, and is being forced to pay business rates. In fact, the phone company has shut down the BBS until the operator can come up with \$1600, one hundred dollars deposit (a standard business requirement) for each line.

The document goes on to describe how Bell is installing detectors to look for modem carriers, and that anyone that if found using a modem will be converted to a business rate, to include a deposit, higher monthly basic rates, and a per-call charge for all local calls. Arguments are offered to the effect that First Amendment rights are being violated by Bell's move.

The very scary file ends with a powerful call to arms, asking users to write to legislators and just about every elected and Telephone official. A major legal battle is apparently in progress.

A few facts are left out, however, and some of those presented are pure fiction. First, Variety-N-Spice was a pay system, soliciting cash donations and offering users higher access. Michigan Bell thus defined it as a business, and plans to make the definition stick. Next, I run my own BBS for myself and my club, and I work for the Telephone Company, and I can tell you, Michigan Bell is NOT installing equipment to detect data transmission over phone lines. No such equipment has ever been installed. Other points raised in this file have no real bearing on this case, only to generate support. For example, is this really a violation of your first amendment rights? Hardly.

I spoke to Dave Ellis, MBT's chief spokesman about the issues. Mr. Ellis states that "A bulletin board becomes subject to business rates when there is a charge involved for accessing it."

The VNS BBS operator claims that if the only offending thing to MBT is his request for donations to his BBS, then he will remove it. But he does not think Bell will back off, since they want to make this into a test case.

Will any modem user be required to pay business rates to hook his computer into a phone line? Mr. Ellis stated that "In terms of modem users, if you have a residence line and you have a modem on it, that's fine. That does not make you subject to business charges." I asked Mr. Ellis if requiring users to upload programs as a condition of access would be considered the same as requesting donations, and he said he did not believe so.

In response to my question about monitoring for data traffic Mr. Ellis replied, "No, absolutely not! We can't. We don't monitor content of calls. It's against the law."

The bottom line to this story is this. Michigan Bell plans to begin charging business rates on any BBS that charges it's users a fee. IN NO WAY will it effect EVERY BBS!!! It will NOT effect the users and will not increase your phone bills.

What concerns me is that Bell is beginning to pay at-

tention to BBS systems in the state. It may not be legal now, but it's very possible that Bell could request a separate rate for BBS's in the future. For this reason you should continue to monitor what is happening on the VNS BBS, and show your support.

You can read the complete text of this major story in Z\*NET ONLINE issue #510, and Z\*Net will continue to cover it. You can leave me a message on my BBS (FACTS) at 313-736-4544. ●

## SPECIAL FREE MAGAZINE OFFER TO Z\*NET READERS

You and your user group or friends can have a FREE box full of brand new back issues of ST-XPRESS for just the cost of shipping!

SPROKETS is a new ST hardware and software development company in Los Angeles, and it has taken over the old storage area belonging to ST-XPRESS MAGAZINE... and there are LOTS of full boxes of back issues that MUST GO. Z\*NET has talked Sprokets into offering the magazines to user groups and readers of Z\*NET Online rather than allow them to be destroyed. ST-XPRESS was a respected, quality slick newstand magazine supporting the Atari ST from 1986 through November 1989, when they released their final issue.

Sprokets will be happy to send you or your group a full box of issues if you send an address plus a short written statement saying that you will accept the C.O.D. Ground Shipping charges through United Parcel Service. You should expect this charge to be \$8 to \$15 at most for typical locations. REMEMBER, UPS will NOT ship to POST OFFICE BOXES.

Each box typically contains 50 copies of a single issue, and many different issues are available... but PLEASE don't ask for specific months or mixed issue boxes! If you want more than one box, we CAN be sure to ship you a different month in each box. MOST boxes are of the later issues... and a few might even come with the subscription disks in them!

Remember, this offer is basically to see to it that these old issues of ST-XPRESS can go to some good use. Sprokets has volunteered to ship them without labor charges if your group will cover the shipping C.O.D. charges.

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This offer is open to any Z\*NET readers and expires when the supply of magazines is exhausted or on May 15, 1990, whichever comes first.



# THE ST STACK

by Alice Amore

This month's file offerings were chock full o' upgrades, so here are some mini-reviews of the best of them. When searching for these files on local BBSes or the online services, be aware that some may have been upgraded further since this column was written, and their FILE-NAMEs may be slightly different to reflect different version numbers.

Any file indicated as SHAREWARE requires you to pay a fee if you use the program regularly. Other files, though not indicated here as shareware, require regular users to send the programmer a postcard, a letter of greeting, or whatever. If you use any of these files on a regular basis, please respect the wishes of the programmer and contribute in whatever manner is specified.

★ **AGGND13.ARC** ★ Programmer: Jonathan Carroll - Version 1.3. Stores appointments, reminders, and a personal phone book. GEM-based, written in GFA BASIC. A special group of functions allows porting your data to the Portfolio.

★ **AREACODE.LZH** ★ From: DO NOT STAMP Software - Version 1.3. Written in GFA BASIC 2.0. AREA CODE LOCATOR finds area codes in the U.S. and Canada. Includes time zone info. Works within other programs. Search options.

★ **ASCHVEW.ARC** ★ Programmer: David M. Seberg !This file is SHAREWARE! - Version 3.25. Very fast ASCII text reader, an excellent replacement for the SHOW-PRINT-CANCEL desktop option. Page, search, block commands, file statistics, and print functions are all supported. Even faster than the previous upgrade.

★ **CARDFIL2.ARC** ★ Programmer: Tyson Gill - DEMO - Version 1.20. Database in "card file" form. Addresses envelopes, prints phone lists, autodialers. Passes info to your word processor, desktop publisher, or spreadsheets. Demo version limited to 10 cards.

★ **CLDEMO.ARC** ★ From: KCD, Inc. - DEMO - Version 3.10. "Cleanup" checks the integrity of hard/floppy disks, repairs damage, marks out bad sectors, and runs several other tests. Demo version reads but will not write. Requires an KCD ST Host Adapter.

★ **CLKSNK16.ARC** ★ From: Solo Polyphony - Version 1.6. "Clock Sync" sets both of the ST's internal clocks. It gives you the option of setting both clocks to either GEMDOS time or the XBIOS time. Bugs in previous version have been fixed here.

★ **CV2IMG1.ARC** ★ Programmer: Craig W. Daymon - SHAREWARE - Version 1.0. Converts DEGAS (compressed or not), NEOchrome, Spectrum (compressed or not), Art Director, MacPaint, and TINY picture files to IMG files (or DEGAS), which can then be imported to a variety of other programs. Now Crops and Rotates (in 90 degree angles). Speedier than previous versions.

★ **DEARC20.ARC** ★ Programmer: John M. Tutlis !This file is SHAREWARE! - Version 2.0, written in GFA BASIC 3.7. DeARCs all ARC or LZH files into folders automatically. Also prints a hard copy list of files that were deARced.

★ **DYNACDD.ARC** ★ From: ISD - DEMO - Version 1.76. This demo requires a hard drive, at least 1 meg of memory, and a mono system (or in color using the Image System interface card). If present, a math chip will be used. DynaCADD is a professional 2-D and true

3-D Computer Aided Design and Drafting program. Four new commands have been added to this upgrade.

★ **FLU.ARC** ★ Programmer: George R. Woodside - (Use FLU as a "learning experience". It will teach you about many known ST viruses by demonstrating their symptoms. This program will NOT head off virus attacks, but it will help you learn to recognize the various viruses so that you can take action before they do damage.

★ **FORMS2.ARC** ★ Programmer: Alex Fetsloff !This file is SHAREWARE! - Version 2.0. FORMS will help you in filling out preprinted forms by constructing a grid and entering the coordinates where "fill in the blanks" occur. Very useful for those who have to fill out the same forms over and over again.

★ **IGS-EDIT.ARC** ★ Programmer: Anthony S. Rau - Version 1.4. A completely revamped version of THE INSTANT GRAPHICS AND SOUND EDITOR, a program which explores new vistas in online graphics and sound. A tutorial program is included to get you started.

★ **LOANANLY.ARC** ★ Programmer: John M. Tutlis - (Version number not available.) LOAN ANALYST now does printer dumps of any computational screens. Use it to calculate amortizations, credit card payments, future values, mortgage payments, and more.

★ **PINHED15.ARC** ★ Programmer: Charles F. Johnson !This file is SHAREWARE! - Version 1.5 of PinHead, a program which dramatically speeds up the loading of programs, especially at boot-up time. Added to this version is complete compatibility with the new Atari STe Computers.

★ **ST-UNZIP.ARC** ★ Programmer: Arthur Cravener !This file is SHAREWARE! - Version 2.71. Now you can unzip PC files! ST\_UNZIP will deZIP compressed ZIP files (which are pretty much the standard in the PC world). Great for anyone using any sort of PC emulator, since files can now be unzipped in the ST environment as well.

★ **UNLZH16.ARC** ★ Programmer: John Harris !This file is SHAREWARE! - Version 1.6. This is the fastest LZH deARcer alive. Automatically creates folders for each file. Now supports multiple files. Searches within LZH files are supported also.

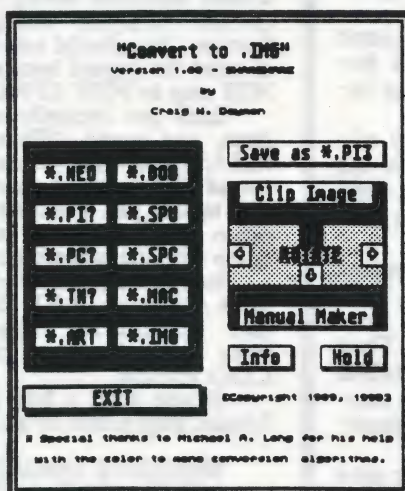
★ **VIEW13.ARC** ★ Programmer: Terry Kabel - Version 1.3. TEXT FILE VIEWER supports non-case sensitive string searches. Runs in any resolution. Printing options, change screen colors.

★ **DBLIB-STLZH** ★ From: SarWare !This file is SHAREWARE! - Version 2.20. Disk cataloger and label printer. Builds a database on title, category, publisher, date, source, number, size, comments, cost, and more. Generates reports. Prints labels for both 3.5" and 5.25" disks. Many improvements.

★ **IMGCAT2D.ARC** ★ From: Viz/Works! - DEMO - Version 2.0. IMG CAT catalogues IMG files by printing from 6 to 15 IMG files per page. This latest version does not require GDOS. Works with all memory configurations, and is compatible with Epson FX, Epson LQ, HPDJ/LJ, and Atari SLM804 printers. Preview options are supported.

★ **MACAT-D.ARC** ★ From: Viz/Works! - DEMO - Version 1.0. This is part of the IMAGE CAT package from Viz/Works. MAC CAT catalogs MAC-format (576 x 720) pictures on HPDJ, Epson FX, Epson LQ, and SLM804 printers. Will also handle "pseudo MAC" files created by Touch Up.

★ **PICAT-D.ARC** ★ From: Viz/Works! - DEMO - Version 1.0. Yet another demo from Viz/Works, this one catalogs DEGAS, TINY, and NEOchrome pictures by sending them to printer at up to 15 pics per page. Color pictures are grey-scaled. ●





# REVOLUTIONARY CALENDAR

Courtesy Artisan Software

WEEK 18 - April 29 through May 5, 1990

NATIONAL 60 MINUTES HOUR WEEK

Spend an hour and write 60 Minutes.

60 MINUTES c/o CBS TV, 51 West 52nd Street, New York, NY 10019

Ask 60 Minutes to cover the activities of "The REVOLUTION".

WEEK 19 - May 6 through May 12

IT'S A WOMAN'S COMPUTER TOO WEEK

Mother's Day is coming up... a great time to boost exposure to the professional woman. This time the target is Oprah Winfrey.

Oprah Winfrey c/o ABC TV, 1330 Avenue Of The Americas, New York, NY 10019

Tell Oprah that you would like to see a show on how the Atari computer can benefit the professional woman.

WEEK 20 - May 13 through May 19, 1990

NATIONAL ATARI PHONE JAM

On May 17, 1990, let's remind Atari that we are all behind the issue of building an expansive consumer base. Call (408) 745-2000 and ask for Sam Tramiel.

You probably will not have an opportunity to speak to him, but ask anyway. If you get through to anyone, ask them what they are doing to support "The REVOLUTION" or thank them if they are already.

WEEK 21 - May 20 through May 26, 1990

LET'S MAKE SOME TIME

Get your pens and pencils ready, we are targeting TIME Magazine. Write: Time, Inc., Time & Life Bldg., Rockefeller Center, New York, New York 10020

Tell them you want a pictorial review of the campaign's progress and how Atari computers can be used in business. Mention "The REVOLUTION" by name and offer them your number to obtain more information.

WEEK 22 - May 27 through June 2, 1990

A MONTH OF PIZZAS

Do you have any idea how many Domino's Pizzas are delivered each month? I am not certain either, but I bet they would not mind selling a few more. Here is an address for you:

DOMINO'S PIZZA, Attn: Marketing Director, 30 Frank Lloyd Wright Drive, Ann Arbor, MI 48106

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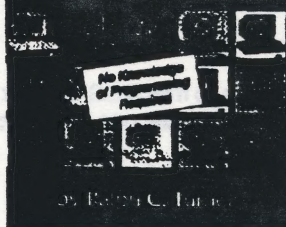
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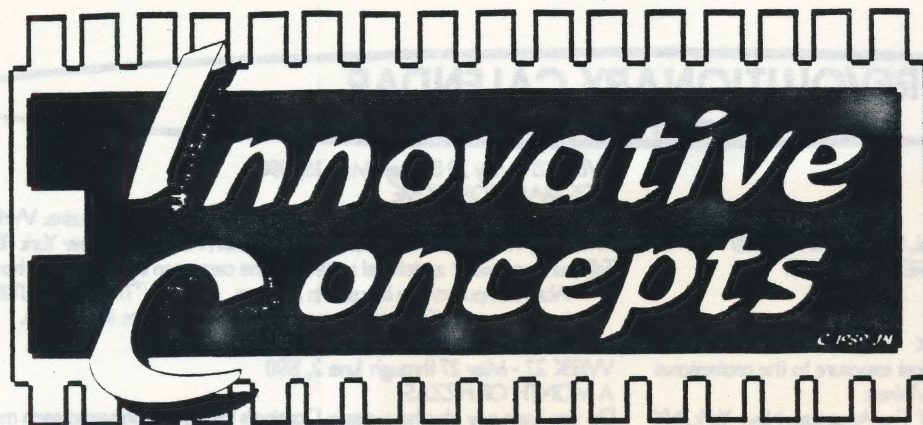
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